button. The character initiates the attack on the enemy regardless of whether the character is facing toward the enemy or away from the enemy. If multiple enemies are present and multiple controller buttons are available, the player can choose which enemy will be targeted and associated with a controller button. This allows the player flexibility in choosing which enemies to attack. The player can also associate additional enemies with different buttons on a controller. The player can then initiate successive attacks on the additional enemies by actuating the buttons associated with the enemies.

REMARKS

Any fees that may be due in connection with this application throughout its pendency may be charged to Deposit Account No. 50-1213.

The Abstract is amended to delete the extraneous word "to" on page 56, line 3 of the Abstract to render the sentence grammatically correct. No new matter has been added to the specification.

In view of the amendments and above remarks, entry of the amendments and examination of the application on the merits are respectfully requested.

Respectfully submitted,
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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicants: T. Neveu et al.

Serial No.: 09/773,452
Conf. No.: 8034

Filed: January 31, 2001

For: *GAME PLAYING SYSTEM WITH ASSIGNABLE ATTACK ICONS*

Art Unit: 3713

Examiner: Unassigned

ATTACHMENT TO THE PRELIMINARY AMENDMENT:
MARKED UP PARAGRAPHS (PER 37 CFR § 1.121)

IN THE ABSTRACT:

Please amend the abstract as follows:

Please amend the paragraph on page 56, lines 3-14, as follows:

A video game player can easily target and attack one or more enemies in a video game environment. The player may [to] quickly designate an enemy on a display screen as a target and associate the enemy with a controller button on a video game controller. When the game player actuates the controller button, a player character initiates an attack on the targeted enemy that is assigned or associated with the button. The character initiates the attack on the enemy regardless of whether the character is facing toward the enemy or away from the enemy. If multiple enemies are present and multiple controller buttons are available, the player can choose which enemy will be targeted and associated with a controller button. This allows the player flexibility in choosing which enemies to attack. The player can also associate additional enemies with different buttons on a controller. The player can then initiate successive attacks on the additional enemies by actuating the buttons associated with the enemies.